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| --- | --- | --- |
| Project Design Document | |  | | --- | | *04/19/2022*  Juju Ma | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *alien* | | in this   |  |  | | --- | --- | | *2.5d -> sideview* | game | |
|  | where   |  | | --- | | *Mouse click* | | makes the player   |  | | --- | | *See different clickable objects* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Job related stuff (“qualification”)* | found | | from   |  | | --- | | *Room (4 side) (multiple angles)* | |
|  | and the goal of the game is to   |  | | --- | | *Find enough “qualification”(stage 1) to pass the interview (stage 2)* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When clicking useful items* | | and particle effects   |  | | --- | | *When finding useful item* | |
|  | [*optional*] There will also be   |  | | --- | | *Background music* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Interviewer examines the “qualification” card pulled* | | making it   |  | | --- | | *Display good or bad emotion based on the qualification* | |
|  | [*optional*] There will also be   |  | | --- | | *Time notion? -> wasted too much time in bed -> another ending*  *Items that link to my personal life and display memories once found* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *money* | | will   |  | | --- | | *decrease* | | whenever   |  | | --- | | *A minute pass* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *life* | will appear | | | and the game will end when   |  | | --- | | *Times up / interview done* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Room escape + Cards against humanity*  *Camera shift?* | |

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# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | *Asset planning + finding + creation*  *Project / Camera set up with primitive objects for all gameplay objects* | | |  | | --- | | *04/22* | |
| **#2** | |  | | --- | | *Primitive objects replaced with assests*  *Alien track mouse motion* | | |  | | --- | | *04/24* | |
| **#3** | |  | | --- | | *Qualification inventory, dialogue, User interface(money), setting(language)*  *Stage 1 dialogue complete* | | |  | | --- | | *04/26* | |
| **#4** | |  | | --- | | *Stage 2 camera logic*  *Interviewer emotion, dialogue* | | |  | | --- | | *04/28* | |
| **#5** | |  | | --- | | *Ending, interview evaluation, github upload* | | |  | | --- | | *04/30* | |
| **Backlog** | |  | | --- | | *Get out of closet animation* | | |  | | --- | | *mm/dd* | |

# Project Sketch